The New York Times

Touch-Screen

Crossword Puzzle

Model 455

Congratulations on your purchase of Excalibur Electronics *The New York Times* Touch-Screen Crossword! Now you can take the best crosswords in English with you anywhere! You don't need paper, pencil, or eraser. The included stylus and *The New York Times* Touch-Screen Crossword's technology does it all.

The New York Times Touch-Screen Crossword is easy to use and enjoy. But be sure to use it safely. Before getting started, please read this manual thoroughly, especially noting safety, care and battery information. Keep your manual for future reference.

Table of Contents

Installing Batteries 3
Layout of the Unit 3
Layout of the Onscreen Keyboard . . . 4
Functions of the Icons 4
Locating & Using Your Stylus 5
Using Your NY Times Crossword 5
Getting started (5), Choosing the level (5), Choosing the puzzle (6), Working a puzzle (6), Viewing hints (6), Filling in letters (7), Solving (7), Deleting or erasing (8), Using the spell function (8), Completing the puzzle (9), Starting a new puzzle (9), Auto power-off (9), Competing against friends (9)
Special Care & Handling 10
Battery Information 10
90-Day Limited Warranty 11

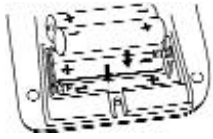
The legendary King Arthur brandished a magic sword, Excalibur, from which we take our company name. With this unique weapon in his hands, he could not be vanquished.

Although Excalibur Electronics can't claim the magical secrets of Merlin, King Arthur's court wizard, sometimes our patented technology may make it seem as if we could. *The New York Times* Touch Screen Crossword is another unmatched innovation of Excalibur Electronics.

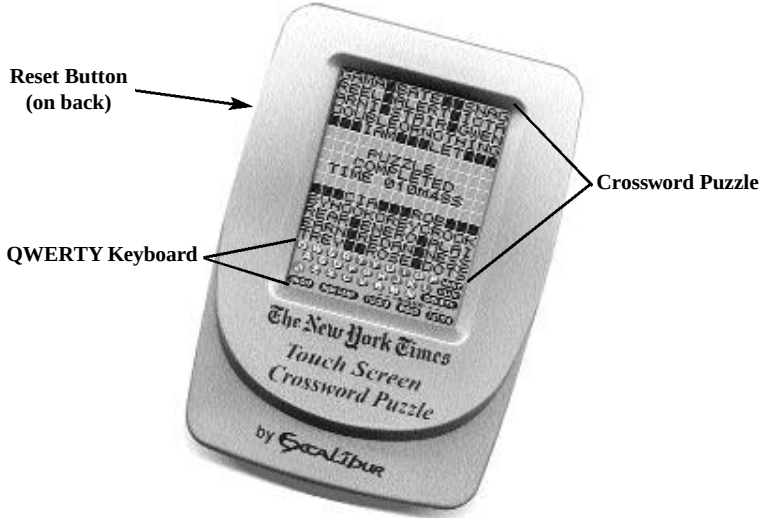
We make you think.

Installing Batteries

Your *New York Times* Touch-Screen Crossword requires 2 AAA batteries. Be sure to review "Battery Information" on page 10. Carefully turn the unit over so that the top side is face-down on a soft surface, such as a towel or magazine. You'll find the battery compartment on the unit's back. Use a small Phillips screwdriver to remove the screw. Lift off the battery compartment lid. Install 2 AAA batteries, making sure to match the polarity (+ and -) with the diagram inside the battery compartment. (See diagram at right. Place the battery compartment lid's tabs in their slots and snap the compartment door back on. Replace the screw and gently tighten it.

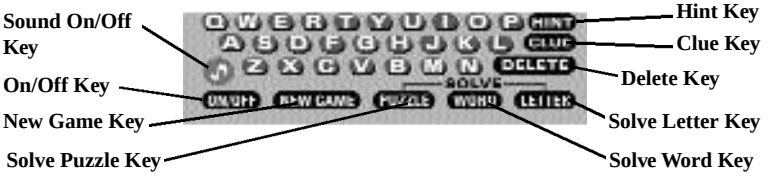


Layout of The New York Times Touch-Screen Crossword



Layout of Onscreen Keyboard

"QWERTY" Keyboard



Your unit uses a touch-screen "QWERTY" keyboard. A "QWERTY" keyboard arranges the letter-keys just like your home, school, or work computer keyboard does.

Functions of the Icons (Onscreen Buttons)

Your unit's buttons are easy to use.

RESET: Press this button if your unit functions improperly.

ON/OFF Press this to turn the unit on and off.

SOUND Press to toggle sound on and off.

NEW GAME Press to start a new puzzle.

HINT Press to see the "across" and "down" hints for a selected letter.

CLUE Once you've filled in one or more letters, tap and hold this key to check spelling. Any letter that is incorrect will be marked with a spell-check icon. Once you release the CLUE key, the original letters will return.

DELETE Press to delete letters filled in on the selected letter, word, or all letters filled in on the entire puzzle.

PUZZLE Press key to solve the entire puzzle.

WORD Press WORD to solve the selected word.

LETTER Press this key to solve the selected letter.

A-Z: Use these keys (which are arranged into standard "QWERTY" keyboard, just like your computer keyboard) to enter your answers.

Locating & Using Your Stylus

Your stylus is the key to communicating with your *New York Times* Touch-Screen Crossword. On the back of your unit, between battery compartment and the reset button, you'll find a recessed cradle running diagonally across the unit. Inside is the stylus. Carefully remove the stylus by pressing gently on the tab near its top and pushing it up until you can hold the stylus easily and pull it out completely.

Note: Remove the stylus by pulling away from its cradle until its tip clears the brace at the top of the indentation.

When you want to store your stylus again, just slide it back into its cradle, pointed-end first.

Using Your New York Times Crossword

Getting started

Gently touch the pointed end of the stylus to the ON/OFF icon at the bottom left of the keyboard. The first time you do this after installing batteries or pushing the RESET button, your screen will display:

New York Times
Crossword
Puzzle

Choosing the level

Next, use your stylus to press the NEW GAME button. Your display will show the screen at right.

Use your stylus to touch the box corresponding to the level of challenge you want. (Selecting "MIXED" will give you a variety of puzzles, from easy to hard. We suggest, unless you are a very experienced crossword player,

that you choose the "EASY" level to get started.)

Choosing the puzzle

When you select a level, the numbers of the puzzles corresponding to your selected level will appear on the screen. Your display will look like this:

Touch any of the numbers to display a puzzle.

This feature allows you to select favorites, or avoid selecting puzzles you've already worked. It also allows you to compete with others, by seeing who can work the same puzzle the fastest. (Note: there are more than 1,000 puzzles in your *New York Times* Touch-Screen Crossword, so it requires more than one screen "page" to list the puzzles. Touch "NEXT PAGE" to move through the screens. The screen will display "LAST PAGE" when the final page of choices has been displayed.

Working a puzzle

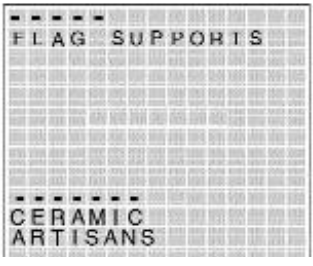
As soon as you touch a number with the stylus, your display will fill with the chosen crossword puzzle. Naturally, all "boxes" (each indicating a single letter) are blank. Blanks between words are indicated by a solid black "box," just as in the puzzles printed in *The New York Times.*

You'll see the cursor flashing in the first blank "box" at the top left of the puzzle. You can move the cursor to any open square you want simply by touching that square. You can't move the cursor to a blocked-out (black) square.

Viewing hints

Naturally, you'll want to see the hint so that you can try to solve the word. Simply touch the HINT key with your stylus. A new screen will be displayed. At the

top, you will be shown the "ACROSS" hint. At the bottom, you will be shown the "DOWN" hint. Your display will look something like this:



Your puzzle will not look exactly the same as our example, but you can see that the hint at the top gives you the number of letters in the "ACROSS" word, represented by the five dashes. Then, it gives you a hint.

The hint at the bottom of the screen indicates that in this example, the "DOWN" word is a seven-letter word meaning "CERAMIC ARTISANS."

Let's use this example to explain how your unit works.

Filling in letters

With your stylus, you'd touch HINT again to leave the hint screen and return to the puzzle screen.

Suppose you wanted to try to solve the "ACROSS" with the word "POLES." With your stylus, you'd touch the "P" on your onscreen keyboard, and the letter would appear in the first box. (This would make the letter "P" appear as the first letter of both words.) At the same time, you would see two arrows on the screen, indicating that you should select the across or down arrow by touching either with your stylus. You'd touch the arrow pointing to the right. Then, the cursor would automatically move to the next square, allowing you to fill in the rest of the word "POLES."

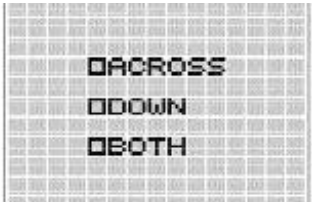
Solving letters, words & puzzle

Suppose, in our example, you were stumped about the "DOWN" word. You could ask for a specific letter, word—or even the whole puzzle—to be solved. With your stylus, you'd press LETTER, WORD OR PUZZLE. Suppose you touched WORD. Your

screen would look like this:

SOLVE WORD?
Y / N

By asking you this question, your unit is safeguarding against giving you a clue you do not want. If we confirm that we want the clue by tapping "Y" with our stylus, the following screen would be displayed:



Because we want the "DOWN" word solved, we could touch the box to the left of "DOWN," but we could also select "BOTH" to confirm our choice of "POLES." In a moment, you'd be returned to the puzzle screen, and both words would be filled in. (You'd see that you were right about "POLES," and that the "DOWN" answer was "POTTERS.")

By progressing in this way, with or without getting help from the solve functions, you can work through the entire puzzle.

Deleting or erasing

This function is just like erasing an answer you've made in a paper-and-pencil crossword. Place the cursor on the letter you want to delete, and touch the DELETE key with the stylus. Three options will appear on screen: "DELETE LETTER," "DELETE WORD," and "DELETE PUZZLE."

When you choose to delete a word, your unit will display ACROSS or DOWN, giving you a chance to select which you want to erase.

Using the spell function

You can touch and hold the CLUE key to check the spelling of all words in the puzzle. All of the incorrect letters will be replaced by a spell-check icon, alerting you that you've made a mistake, without giving you the answer.

When you release the CLUE

key, the spell-check icons will disappear and the original letters will be displayed.

Completing the puzzle

A puzzle is completed when all of the squares have been filled with the correct letters. Whether you complete the puzzle by using the SOLVE keys or by working each word out, when you're finished, the screen will display:

PUZZLE
COMPLETED
TIME 045M025S

The third line tells you how long it took to solve the puzzle, in total minutes and seconds.

Starting a new puzzle

You can begin a new puzzle any time by touching the NEW GAME key. Your display will ask you to confirm your choice—so that you don't lose your current game by accident. Then the display will give you the choice of levels.

ON/OFF button

Touch the ON/OFF key at any time during game play to turn the game off. Touch the ON/OFF key again to turn the game on, and you will continue playing the current game.

Auto power-off

To save batteries, your unit will automatically turn off after three minutes of inactivity. If this happens while you are still playing, touch the ON/OFF key to wake up the game. You will continue playing the current game.

Competing against friends

You can see that by remembering the level and number of the puzzle you select, you can compete against others. The one who solves the puzzle in the least time wins!

You can allow a specific number of letter and word clues per player—the more experienced the players, the fewer the clues. Or you can make a rule that each use of the letter clue adds, for example, 10 seconds to your time and each use of the word clue adds a minute. You'll still

want to establish a maximum number of uses of each, however.

You can even compete against players that are much more or less experienced than you by selecting puzzles at different levels. As the more experienced player, you may have to solve a puzzle in the "MEDIUM" category, while your less expert opponent gets to choose from the "EASY" level.

Special Care & Handling

- Avoid rough handling such as bumping or dropping.
- Avoid moisture and extreme temperatures. For best results, use between the temperatures of 39ºF and 100ºF (4º C and 38º C).
- Clean using only a slightly damp cloth. Do not use cleaners with chemical agents.

Battery Information

- Your New York Times Touch-Screen Crossword uses 2 AAA batteries, not included.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Do not use rechargeable batteries.
- Remove exhausted batteries from the unit.
- Do not short circuit battery terminals.
- Remove batteries and store them in a cool, dry place when not in use.
- To avoid explosion or leakage, do not dispose of batteries in a fire or attempt to recharge alkaline or other non-rechargeable batteries.

Limited 90-Day Warranty

EXCALIBUR ELECTRONICS, INC., warrants to the original consumer that its products are free from any electrical or mechanical defects for a period of 90 DAYS from the date of purchase. If any such defect is discovered within the warranty period, EXCALIBUR ELECTRONICS, INC., will repair or replace the unit free of charge upon receipt of the unit, shipped postage prepaid and insured to the factory address shown at right.

The warranty covers normal consumer use and does not cover damage that occurs in shipment or failure that results from alterations, accident, misuse, abuse, neglect, wear and tear, inadequate maintenance, commercial use, or unreasonable use of the unit. Removal of the top panel voids all warranties. This warranty does not cover cost of repairs made or attempted outside of the factory.

Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to 90 DAYS from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded. Some states do not allow limitations on the duration of implied warranties and do not allow exclusion of incidental or consequential damages, so the above limitations and exclusions in these instances may not apply.

The only authorized service center in the United States is:

Excalibur Electronics, Inc.
13755 SW 119th Ave
Miami, Florida 33186 U.S.A.

Phone: 305.477.8080
Fax: 305.477.9516

www.ExcaliburElectronics.com

Ship the unit carefully packed, preferably in the original carton, and send it prepaid, and adequately insured. Include a letter, detailing the complaint and including your daytime telephone number, inside the shipping carton.

If your warranty has expired and you want an estimated fee for service, write to the above address, specifying the model and the problem.

PLEASE DO NOT SEND YOUR UNIT WITHOUT RECEIVING AN ESTIMATE FOR SERVICING. WE CANNOT STORE YOUR UNIT!

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